

Star Wars: Maul - Shadow Lord Jumpchain

Welcome to a Galaxy Far, Far away. In the shadows of the empire, beneath the glow of the cityscape and the rot of forgotten streets, power belongs to those who take it. This is the planet of Janix. In this corner of the galaxy, crime syndicates, corrupt officials, wandering warriors, and of course, the Galactic Empire all meet. Here, survival is never guaranteed, loyalty is a hot commodity, and every defeat threatens to lose you everything you have worked for. The galaxy only rewards those who endure its hardships. Take 1000cp

Origin

Any Origin may be taken as a Drop-In, and your age and species may be chosen as you please. Purchases under a given origin get a 50% discount, with 100cp purchases being free

Shadow Lord

You've crawled your way back, and you aren't going to let anyone kick you down again. You are a ruler in the making, a figure who gathers power not just through their strength, but through their presence. Dominance in battle and a dark wisdom formed from failure will create a legacy that will not be denied.

Apprentice

Young and open to the world, you are one who learns, survives, and rises. Whether supported by your Master or someone trying to make the world make sense, you may be underestimated by most; this will only fuel your ascent. One day, you will no longer be the student.

Old Master
You have already walked the long road. Experience, patience, and discipline define you. Others may rush towards power, but you understand its weight and consequence. Whether hermit, teacher, or quiet manipulator, you are a presence that endures.

Mandalorian
A knight forged in the warrior culture of Mandalore. The tenets of discipline and strength rule you, whether leading a squad or fighting beside them. Conflict is your profession and your greatest skill; you are a true embodiment of the Mandalorian way of war.

Crime Boss
The underground is your home. You operate where the law fails. Your world is built on leverage, reputation, and taking power. Every move you make either strengthens or weakens your place on this totem pole. Shape the dark aspects of the city as you please.

Cop
A Bastion of order in the system, or at least you are supposed to be. Law and justice, to protect and serve: those are your tenets, and authority is your tool to use and abuse. You deal with the dark parts of this city daily, giving you a unique insight into people. In a galaxy of extremes where the ones supposed to protect you do the most harm, you are where order starts.

Inquisition
A servant who does not question. Be it out of belief, fear, or ambition, you have aligned yourself with something absolute. You know how to hunt, suppress, and eliminate threats to your faction with ruthless efficiency.

Location
You may begin at any location on the planet of Janix.

Perks

General
Force Sensitivity (1st Level Free Shadow Lord, Apprentice, Old Master, Inquisitor/-300cp for others, 2nd Level costs an additional -300cp): You are attuned to the Force, able to sense its currents and manipulate it instinctively to some degree. Your connection to the force can be trained and improved over time. At base, this grants abilities on the level of Devon. Telekinesis enough to lift a large prison cell, enhanced physical abilities enough to smash droids and react to blaster fire, and sensory awareness that lets you feel emotions and events from long distances.

At higher purchase levels, your abilities are comparable to Maul's, letting you clash with full-power Sith Lords, react to lightning that can cross an atmosphere instantly, and telekinetically lift entire starships. More skilled applications of your connection, such as Mind Tricks and Tutuminis, become accessible, and it is also possible to develop unique force abilities, although such things are rare in this age.

Quickdraw (-200cp): A real gunslinger is here. You know your way around damn near anything you can hold that shoots, able to reload, prime, and fire most weapons you pick up. Even more impressive is your quickdraw speed. When it comes to pulling your weapon and opening fire, your speed can match the swiftest warriors in the galaxy.

Shadow Lord

Web of Control (-100cp): You have a talent for building and maintaining organization. Once people fall under your influence, they remember who has the power, even in your absence. Your factions would take decades to fracture or forget you. Your influence lingers like a shadow over everything you touch.

Unbroken Body (-200cp): You can fight through injuries that would cripple others. Pain is dulled, damage becomes manageable, and sheer will can keep you moving as long as you are focused. You can function at full capacity far longer than anyone would expect. Rage and purpose guide you.

Dark Tutor (-400cp): You excel at teaching others, especially in harsh, results-driven ways. Your students grow quickly under pressure and develop loyalty towards you as they improve. You influence shapes not just their skills, but their mindset. A true master creates reflections of themselves.

Sisyphus Drive (-600cp): One must imagine Maul happy. Defeat does not weaken you, only refines you. Every loss and failure sharpens your combat abilities and instincts. You adapt, evolve, and return stronger every time. This growth applies strictly to your fighting capability, not flaws in strategy or wisdom. The crucible of struggle improves you endlessly.

Apprentice

Street Kid Instinct (-100cp): You know how to survive with almost nothing. Pickpocketing, scavenging, and navigating urban underbellies come naturally. You can read danger in crowded streets and slip through unnoticed by the untrained. You thrive where others collapse.

Teamspeak (-200cp): You have a knack for meeting people on their level, relating to people in different situations, and easily allying with them. Teaming up with people who should be your enemies, like dark side users or Imperial law enforcement, isn't a challenge, at least until you achieve your goal.

Prodigy (-400cp): Like many battle geniuses, you have a knack for learning in the middle of combat. Picking up tricks from both the enemy you are fighting against and the allies you fight alongside is only natural for you. Through enough challenges, very little remains out of your reach.

Worthy Successor (-600cp): You are built to surpass your master. When learning from a superior, your growth accelerates rapidly, letting you push past your limits. This improves even more if you copy your teacher, replicating their personal style and even mindset, skills that come more easily to you with this purchase, allowing you to grow closer to their level. Eventually, you will rise above those who taught you.

Old Master

Singular Focus (-100cp): You can devote your complete attention to any task with perfect clarity. Distractions fade into irrelevance when you choose to focus, and mental fatigue is drastically reduced. Your mind is a still and controlled force.

Patient Wisdom (-200cp): You can play the long game. You have a knack for suppressing emotional impulses in yourself, be they from yourself or outside influence. Your decisions tend to be measured and effective. Your self will stand firm.

Hidden Depths (-400cp): You are difficult to perceive. Even those specialised in sensing others through the Force struggle to gauge you. You can appear as a weak and harmless individual until you act, hiding your identity until action is taken. Underestimation becomes your strength.

Balance Incarnate (-600cp): Your presence calms others, nudging them towards rationality and emotional stability. Conflict de-escalation is a foregone conclusion unless you do otherwise. You embody balance without losing your edge. Those who thrive on extremity have less sway on you, both their words and Force assaults having less hold on you. Anathema to Chaos indeed.

Mandalorian

Always a Job (-100cp): You can find work in almost any underworld or combat zone. Mercenary gigs, security, bounty work, and more all open up to you. People recognize your usefulness as an employee quickly. Opportunity is never far out of reach.

Squad Cohesion (-200cp): You function exceptionally well in a team. Coordination, communication, and timing come naturally. Groups you fight as part of perform above their usual level, turning loose cannons into effective units. Brotherhood in battle.

Warrior's Arts (-400cp): You are a master of combat, skilled with blasters, melee weapons, tactics, and survival. Integrating new weapons into your battle style is child's play, and chaining together different staples and weapons is only natural. With just simple practice, you can maintain your position as one of the most skilled fighters in the galaxy.

Apex Commando (-600cp): You are among the elite of warriors; your physical ability, reflexes, and combat instincts are exceptional. Be this from exceptional breeding, extensive training, or a latent Force connection, against normal soldiers you are overwhelming without even accounting for your skills.

Crime Boss

Mundane Mind Trick (-100cp): Talking your way out of most situations is a realistic solution. You can deliver lies, deals, and threats convincingly. Your words carry much more weight than they should, turning conversation into a weapon.

Network Builder (-200cp): You form connections quickly and efficiently. Smugglers, informants, officials, and more are easily reached. Your network can grow fast, favours and information flowing around you. Become a hub of influence.

Survivor's Grit (-400cp): You are extremely hard to eliminate. Assassins, betrayals, and hostile takeovers rarely succeed outright. You escape, endure, or turn the situation around. Your instincts keep you alive. Killing you is far harder than it should be.

Irish Goodbye (-600cp): When things go bad, you get away. Even against overwhelming forces, you can find an escape route and have the skill to get away with your life. Authorities and rivals struggle to pin you down. Survival is your greatest skill.

Cop

By the Books or Not (-100cp): You know the way things ought to be done, standard procedure and tactics for law enforcement around here. Truthfully, though, that's just so you know how to best break the rules. You seem to manage to get away with breaking the letter of the law if you maintain the spirit of it, even in a high authority position. Maybe your superiors don't need to hear about this.

Lie Detector (-200cp): With just a few words, you can tell if someone is hiding the truth. Micro-expressions, tone, and hesitation are all things you can read. You may not know the full truth, but you know when something's off. Interrogations are your home court.

Shot Caller (-400cp): You are a natural leader in high-pressure situations. People listen when you give orders. You coordinate teams effectively and make quick, solid decisions. Chaos becomes manageable under your command. Authority suits you.

Master Detective (-600cp): That's a title commonly used to describe you. You can piece together complex cases with limited information. Patterns, motives, and hidden connections are clear to see. Even convoluted conspiracies can be unraveled. Given time, very little escapes your notice. Truth is inevitable around you.

Inquisition

Cold Switch(-100cp): At will, you can turn your empathy and morality off when necessary. Emotional hesitation no longer interferes with your decision-making when you choose to suppress. When the task is done, you may return to normal if you wish.

Imperial Presence (-200cp): Your presence unnerves others. Even without speaking, your project menaces and authority. Weak-willed individuals might freeze or submit outright. Fear works in your favour, and intimidation becomes effortless.

Hunter Killer (-400cp): Trained as one of the Emperor's loyal hounds, you can track your quarry across vast distances. Physical, digital, and even Force-based trails are easier for you to follow, and losing someone completely is a challenge. Given time, you can hunt down almost anyone. Escape from you is never guaranteed.

Spinning Blades and Screaming Rage (-600cp): Your combat is best described as unconventional. Your tactics and fighting style are unpredictable, adaptive, and unsettling, making it difficult for even the most skilled enemies to read and predict you. This applies not just to you as an individual combatant, but even long-term planning and tactics, making any campaign against you an effort against something fundamentally out of sync.

Items

General

Lightsaber (-100cp): Weapon of the Force. A weapon tied to the Force, customized to your style as you had crafted it yourself. Capable of cutting through most materials with ease. This weapon reflects your identity and combat philosophy. More than a tool, it is a projection of your will.

Blaster (100/200cp): The standard weapons of the galaxy, a reliable and customizable ranger weapon suited to your preference. The models available are as numerous as the stars in the sky. For an extra 100cp, higher power weapons on the level of bowcasters become available.

Starship (100/200/400/600cp): A personal vessel capable of interplanetary and interstellar travel. At the first level, this will be a personal starfighter with one or two seats and weapons, usually lacking hyperspace capabilities of their own. For 200cp, this is a specialized starfighter with its own hyperdrive, or some other unique system. On the other hand, this can be a dropship or freighter with a larger crew size. For 400cp, this will be a large freighter able to move large hauls or dozens of people, while lacking true military hardware. For 600cp. This will be at the level of a star destroyer, weapons, armour, and carrying capacity of the highest tier.

Shadow Lord

Zabrak Tattoos (-100cp): This ink is especially made for skin tattoos. The markings reinforce the motivations held by the subject at the time of applying them, giving you something to tap into to drive and motivate oneself.

Infiltration Droid (-200cp): An advanced spying droid with a myriad of abilities and a unique personality. This large droid can hover and fly, hack and hijack systems, is armed with blasters, and has a pretty clever AI. It's a loyal little bugger, so don't leave it behind.

Gang Remnants (-400cp): This is what remains of your empire. You are the leader of a small gang of a dozen skilled and loyal mercenaries. Well, mostly loyal. Luckily, any traitorous elements will be replaced in a week. Many members are either skilled soldiers or loyal brothers.

Apprentice

Scrappers Cache (-100cp): Just enough to get by. You seem to get your hands on just enough food, credits, and survival essentials to keep going. Your supply will never run dry as long as you still need something. This might be the difference between rising up or staying down.

Training Drone (-200cp): A hovering training drone similar to those used by Force apprentices. It can fire stunning blaster bolts and zip around quickly. While not lethal, it will grow to match your skill level, no matter how fast you get.

Stolen Ride (-400cp): A fast, modified vehicle with surprising stealth capabilities, you would guess at just by seeing the thing. A real hot rod, this ride is outfitted with nitro boosts for rapid escapes and finds itself harder to track than it should be. Perfect for getaways, chases, and low-profile moves.

Old Master

Concealing Garments (-100cp): Clothing that obscures your identity and presence. You are harder to recognize or remember clearly when wearing it. Perfect for blending into crowds or maintaining anonymity.

Ancient Writings (-200cp): Tomes and Grimoires detailing ancient Jedi lore. Ruminating upon these writings can lead to a deeper connection to the Light Side of the Force.

Hermits Sanctuary (-400cp): A secluded dwelling hidden from the wider galaxy. It is a peaceful, hidden place, perfect for meditation or study. Time spent here can be found to be more restorative and productive than normal, but the best benefit is that by being here, the range of your sensory abilities massively grows. This can allow you to monitor entire star systems with a strong enough connection to the Force.

Mandalorian

Jetpack (-100cp): A fully functional jetpack with limitless fuel. This backpack comes with built-in weaponry like a homing rocket launcher. Mobility and firepower in one convenient lightweight package, and a staple of Mandalorian warriors.

Beskar Armour (-200cp): Extremely durable armor capable of withstanding heavy damage. Resistant to blaster bolts and even lightsabers to a degree, this suit will keep you alive in brutal engagements, and can integrate all sorts of high-tech weapons.

Darksaber (-400cp): A unique and symbolic lightsaber of immense cultural weight. This blade commands respect and attention among Mandalorians and other devoted warriors. A tool both deadly and distinctive. Warriors will stare in awe, even if you don't possess Force abilities.

Crime Boss

Bar Wars (-100cp): A dark spot in an alleyway somewhere in the underside of the city, this bar is completely under your control, staffed by members of your organization. Free drinks and entertainment are only side benefits, as the best thing you get out of this setup is a finger on the pulse of the city. Well, the drinks aren't bad either.

Laundered Wealth (-200cp): A steady stream of clean, untraceable income flows to you. It is backed by shell corporations, hidden accounts, and loyal intermediaries. Authorities will struggle to pin it on you directly. Power needs resources, and this ensures you have them.

High Roller Office (-400cp): A well-established base of operations found in a high-class skyscraper. Luxurious and comfortable, staffed with guards and servants, this place grants a notable level of influence, resources, and legitimacy in the local area. A perfect foothold for expanding your empire.

Cop

Uniform (-100cp): A full set of official gear, including body armour and identification. It grants you authority in most standard interactions with the public. People are more likely to comply or hesitate when dealing with you. Sometimes, looking official is half the battle.

Suppression Cuffs (-200cp): Restraints capable of limiting a powerful fighter's abilities. Difficult to break by people who gain strength by channeling outside power. A tool a bit above your pay grade, but valuable for capturing targets who are at that level too.

Precinct (-400cp): The law of the land. You now own a fully functioning police base. Your headquarters is staffed by officers equipped with armoured, ballistic shields and blasts, as well as law enforcement droids. Just owning this place gives your faction jurisdiction in the nearby area. Give back to the community.

Inquisition

Inquisitor Armour (-100cp): Dark, imposing armour designed to inspire fear and obedience. It offers mild protection against both physical and energy-based attacks. The design alone unsettles most who see it, representing judgment made manifest.

Imperial Walkers (-200cp): Real military hardware, you have access to massive armoured walkers capable of overwhelming ground forces. As an Imperial Inquisitor, these will be AT-ST walkers. Slow but devastating, these walkers are capable of leveling structures with ease. You bring the Empire's weight with you.

Gunships And Troopers (-400cp): A deployable force of trained soldiers supported by armoured transport ships. As an Imperial Inquisitor, these will be B12 Gunship and Stormtroopers, enough to secure an area, hunt targets, or dominate a street turf war. Other Origins will receive the equivalent for their faction. When subtlety fails, this will not.

Companions

Import (-50cp): Import or create a new companion with an origin and its associated discounts and freebies as well as 800cp

Canon Character (-50c/200p): Unlocks a slot to choose a canon character
not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain.

Spider Droid (-50cp): A surprisingly powerful and uniquely modeled droid, she seems to hold something resembling a kyber crystal within her core. This living source powers her spiderlike special functions, weapons, and a transformation into a spacefaring drone. A ruthless, sadistic, power-hungry being, she’s apparently capable of scanning and transforming into other vehicles she finds.

Iron Space Angel (-50cp): A fierce winged warrior from a distant world, she fights with speed and power, on metallic wings made of a strange metal strong enough to resist blows from even a lightsaber. Using her wings as shield and blade for the innocent, along with her mace of the same material, this stubborn hero possesses a protective heart and will happily help you bring true peace to the galaxy.

Bane of Knights (-50cp): Once a promising Jedi Acolyte among a secluded training enclave, she survived a massacre carried out by Darth Vader himself, emerging scarred in body and spirit after watching her allies slaughtered without mercy by the Jedi’s End. The trauma shattered her connection with the force, leaving only obsessive hatred and instinct, driving her into forbidden studies of all aspects of the Force, in search of a weapon that can slay even Vader. Her three eerie eyes glow with baleful light, reflecting the soul of an indomitable avenger.

Drawbacks

Evil Eyes (+100cp): Your eyes glow with a sickly yellow hue. Hard to hide and immediately suspicious, many will associate you with darkness and danger, even if they don't know why. Subtlety and hiding your identity become difficult.

Short Fuse (+100cp): You are quick to anger. Insults and frustration wear down your patience rapidly. While normally this can at least grant you some power, with this drawback, those Rage Amps will cloud your judgment, wisdom, and intelligence just as much as it makes you stronger.

Damaged Prosthetic (+200cp): One of your limbs is notably unreliable and prone to failure. It may malfunction at critical moments, with pain and inconvenience being constant risks, especially in battle.

Easily Swayed (+200cp): A guileless novice, you are more susceptible to influence than you'd like. Strong personalities or persuasive arguments can shift your decisions. Manipulation is a serious threat to you. Stay vigilant.

Blind (+200cp): You lack normal sight. You must rely on other senses to navigate. Combat and daily life are notably more difficult, but perhaps this will improve your meditative ability.

Pacifist (+300cp): Or the Jedi version of pacifism. You cannot bring yourself to take a life. You may fight to injure or incapacitate, but killing is beyond you. Mercy at any cost.

Force Locked (+300cp): You are completely cut off from the Force. With no access, any Force-based advantages you would have are gone, forcing you to rely purely on mundane skills.

Item Lock (+400cp): You no longer have access to any Items from outside this Jump. Your warehouse will be sealed for the duration of this jump, with you only keeping items and objects you have on you or that are within your owned properties.

Power Lock (+400cp): You no longer have access to any perks or abilities from outside this Jump. Through training, you can still reach the level of the strongest 'mundane' warriors in the setting. Maybe just let the Force guide you, young Jumper.

#1 Most Wanted (+500cp): You are the most wanted criminal in the city. The authorities will be out in force, actually watching the city for your activity, and doing their best to stop you. With subsequent defeats, they will escalate to calling the empire, bringing Stormtroopers and Gunships upon you. Keep being enough of a problem, and you may have to face an Inquisitor themselves.

Dark Invader (+500cp): He's not meant to be here. Darth Vader himself has decided you would be a suitable vessel for his will, a temporary apprentice. He will not be asking. You will be hunted, beaten, and brutalized by the Dark Lord until you submit or defeat him. Submission will mean losing yourself completely, and therefore failing your chain. Stand strong, Jumper.

Notes:

Companions are Expys of Black Arachnia (Transformers), Kendra Saunder (DC Comics), and Eris Morn (Destiny)